

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - a game operable upon a wager by a player;
 - 5 a plurality of award groups, each of said award groups including at least one indicator and at least one award, a plurality of said award groups including a plurality of indicators;
 - an indicator generator operable to generate and associate a number of indicators with each of the award groups; and
 - 10 a processor operable to:
 - (a) cause the indicator generator to generate and associate a number of indicators with each of the award groups,
 - (b) accumulate the number of indicators in each of the award groups based on the number of indicators associated with the award
 - 15 groups,
 - (c) provide the awards associated with any of the award groups when all of the indicators have been accumulated in said award groups,
 - (d) randomly determine whether to end the game,
 - 20 (e) reset the indicators in the award groups including the awards provided to the player and cause the indicator generator to generate and associate a number of indicators with each of the award groups if it is determined not to end the game, and
 - (f) repeat (a) to (e) until it is determined to end the game.
- 25 2. The gaming device of Claim 1, wherein the indicator generator includes at least one reel.
3. The gaming device of Claim 1, wherein the indicator generator
- 30 includes a mechanical wheel.

4. The gaming device of Claim 1, which includes a substantially transparent plate including different color sections which is positioned adjacent to the indicator generator.
- 5 5. The gaming device of Claim 1, which includes a probability of ending the game associated with the game.
6. The gaming device of Claim 5, wherein the probability of ending the game is randomly determined.
- 10 7. The gaming device of Claim 5, wherein the probability of ending the game is pre-determined.
8. The gaming device of Claim 5, wherein the probability of ending the game is determined based on a wager made by the player.
- 15 9. The gaming device of Claim 5, wherein the probability of ending the game changes after each time all of the indicators have been accumulated in at least one of said award groups.
- 20 10. The gaming device of Claim 5, wherein the probability of ending the game changes after a plurality of times all of the indicators have been accumulated in at least one of said award groups.
- 25 11. The gaming device of Claim 1, which includes at least one illumination device connected to each of the indicators.
12. The gaming device of Claim 11, wherein the illumination devices include different color lights.
- 30 13. The gaming device of Claim 12, wherein the illumination devices connected to the indicators of at least two of the award columns include different color lights.

14. The gaming device of Claim 1, wherein the numbers of indicators associated with each of the award groups are randomly generated.
- 5 15. The gaming device of Claim 1, wherein the numbers of indicators associated with each of the award groups are generated based on a wager made by the player.
- 10 16. The gaming device of Claim 1, wherein the processor is operable to reset at least one of the indicators in at least one of the award groups when the award associated with the award group is provided to the player.

17. A gaming device comprising:
a display device;
a plurality of award groups displayed by said display device,
each of said award groups including at least one indicator and at least
5 one award, a plurality of said award groups including a plurality of
indicators;
a display positioned adjacent to the award groups and
connected to the display device, said rotatable display including a
plurality of fixed values representing numbers of indicators; and
10 a processor operable to:
(a) rotate the rotatable display,
(b) cause the rotatable display to stop and align the values with
each of the award groups,
(c) accumulate the number of indicators in each of the award
15 groups based on the number of indicators associated with the award
groups,
(d) provide the awards associated with any of the award groups
when all of the indicators have been accumulated in said award
groups,
20 (e) randomly determine whether to end the game,
(f) reset the indicators in the award groups including the awards
provided to the player and cause the rotatable display to rotate and
associate the fixed values with each of the award groups if it is
determined not to end the game, and
25 (g) repeat (a) to (f) until it is determined to end the game.

18. The gaming device of Claim 17, which includes a substantially
transparent plate including different color sections which is positioned
adjacent to the rotatable display.

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19. The gaming device of Claim 17, which includes a probability of
ending the game associated with the game.

20. The gaming device of Claim 19, wherein the probability of ending the game is randomly determined.
21. The gaming device of Claim 19, wherein the probability of ending the game is pre-determined.
22. The gaming device of Claim 19, wherein the probability of ending the game is determined based on a wager made by the player.
23. The gaming device of Claim 19, wherein the probability of ending the game changes after each time all of the indicators have been accumulated in at least one of said award groups.
24. The gaming device of Claim 19, wherein the probability of ending the game changes after a plurality of times all of the indicators have been accumulated in at least one of said award groups.
25. The gaming device of Claim 17, which includes at least one illumination device connected to each of the indicators.
26. The gaming device of Claim 25, wherein the illumination devices include different color lights.
27. The gaming device of Claim 25, wherein the illumination devices connected to the indicators of at least two of the award groups include different color lights.
28. The gaming device of Claim 17, wherein the numbers of indicators associated with each of the award groups are randomly generated.
29. The gaming device of Claim 17, wherein the numbers of indicators associated with each of the award groups are generated based on a wager made by the player.

30. A gaming device comprising:
- a plurality of award groups, each of said award groups including at least one indicator and at least one award, a plurality of said award groups including a plurality of indicators;
 - 5 an indicator generator operable to generate and associate a number of indicators with each of the award groups; and
 - a processor operable to:
 - (a) cause the indicator generator to generate and associate a number of indicators with each of the award groups,
 - 10 (b) accumulate the number of indicators in each of the award groups based on the number of indicators associated with the award groups,
 - (c) indicate the awards associated with any of the award groups when all of the indicators have been accumulated in said award
 - 15 groups,
 - (d) randomly determine whether to provide any of the indicated awards to a player,
 - (e) reset the indicators in the award groups including the indicated awards and cause the indicator generator to generate and
 - 20 associate a number of indicators with each of the award groups if it is determined that the indicated awards are not to be provided to the player, and
 - (f) provide any indicated awards to the player if it is determined that the indicated awards are to be provided to the player.
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31. The gaming device of Claim 30, which includes a probability of providing an award to a player associated with each of the awards.
32. The gaming device of Claim 31, wherein the probability of
- 30 providing the awards to the player is randomly determined.
33. The gaming device of Claim 31, wherein the probability of providing the awards to the player is pre-determined.

34. The gaming device of Claim 31, wherein the probability of providing the awards to the player is determined based on a wager made by the player.

5 35. The gaming device of Claim 31, wherein at least two of the probabilities associated with the awards are different.

36. The gaming device of Claim 31, wherein all of the probabilities associated with the awards are different.

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37. The gaming device of Claim 30, which includes at least one illumination device connected to each of the indicators.

15 38. The gaming device of Claim 37, wherein the illumination devices include different color lights.

39. The gaming device of Claim 38, wherein the illumination devices connected to the indicators of at least two of the award columns include different color lights.

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40. The gaming device of Claim 30, wherein the numbers of indicators associated with each of the award groups are randomly generated.

25 41. The gaming device of Claim 30, wherein the numbers of indicators associated with each of the award groups are generated based on a wager made by the player.

30 42. The gaming device of Claim 30, wherein the processor is operable to reset at least one of the indicators in at least one of the award groups including an indicated award when it is determined that the indicated award is not to be provided to the player.

43. A gaming device comprising:
- a display device;
 - a plurality of award groups displayed by said display device, each of said award groups including at least one indicator and at least one award, a plurality of said award groups including a plurality of indicators;
 - a rotatable display positioned adjacent to the award groups and connected to the display device, said rotatable display including a plurality of fixed values representing numbers of indicators; and
 - a processor operable to:
 - (a) rotate the rotatable display,
 - (b) cause the rotatable display to stop and align the values with each of the award groups,
 - (c) accumulate the number of indicators in each of the award groups based on the number of indicators associated with the award groups,
 - (d) indicate the awards associated with any of the award groups when all of the indicators have been accumulated in said award groups,
 - (e) randomly determine whether to provide any of the indicated awards to a player,
 - (f) reset the indicators in the award groups including the indicated awards and cause the rotatable display to rotate and associate the fixed values with each of the award groups if it is determined that the indicated awards are not to be provided to the player, and
 - (g) provide any indicated awards to the player if it is determined that the indicated awards are to be provided to the player.
44. The gaming device of Claim 43, which includes a substantially transparent plate including different color sections which is positioned adjacent to the rotatable display.

45. The gaming device of Claim 43, which includes a probability of providing an award to a player associated with each of the awards in the award groups.

5 46. The gaming device of Claim 45, wherein the probability of providing the awards to the player is randomly determined.

47. The gaming device of Claim 45, wherein the probability of providing the awards to the player is pre-determined.

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48. The gaming device of Claim 45, wherein the probability of providing the awards to the player is determined based on a wager made by the player.

15 49. The gaming device of Claim 45, wherein at least two of the probabilities associated with the awards are different.

50. The gaming device of Claim 45, wherein all of the probabilities associated with the awards are different.

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51. The gaming device of Claim 43, which includes at least one illumination device connected to each of the indicators.

25 52. The gaming device of Claim 51, wherein the illumination devices include different color lights.

53. The gaming device of Claim 51, wherein the illumination devices connected to the indicators of at least two of the award groups include different color lights.

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54. The gaming device of Claim 43, wherein the numbers of indicators associated with each of the award groups are randomly generated.

55. The gaming device of Claim 43, wherein the numbers of indicators associated with each of the award groups are generated based on a wager made by the player.

- 5 56. The gaming device of Claim 43, wherein the processor is operable to reset at least one of the indicators in at least one of the award groups including an indicated award when it is determined that the indicated award is not to be provided to the player.